

BATMAN

"The Thirteenth Hat"

By

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RECEIVED

JAN 1 1966

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FIRST DRAFT
January 3, 1966

"The Thirteenth Hat"

TEASER

FADE IN:

1. EXT. GOTHAM CITY - DAY - VARIOUS SHOTS (STOCK)

ESTABLISHING the bustling, busy city. Crowded intersections, office workers streaming into skyscrapers, nurses sunning their tops in a park, etc. SUPER TITLE: "ANOTHER GLORIOUS DAY IN GOTHAM CITY..." As TITLE FADES we find we are in:

2. INT. SILVER SHOP - DAY

We see the expensive wares of this small silver shop displayed on counters and tables. It has apparently just opened, and there is little activity. Immediately, PICK UP a strange-looking little man surreptitiously slipping into one area of it. He is JERVIS TETCH, hereafter referred to as THE MAD HATTER, dressed in a manner out of this or any other world: polka dot tie over a striped shirt, houndstooth coat over a plaid vest, pink pants and yellow spats over green suede shoes. In contrast to this sartorial potpourri, a gleaming high silk hat sits on his head. Ignoring the silver display, he secretively slips toward a closed door in shop's rear.

3. CLOSER - AT DOOR

It is prominently marked MANAGER, and a plain felt fedora hat hangs on a hook immediately beside the sign. The Mad Hatter's eyes gleam as he snatches the fedora off its hook, slips it under his coat and starts out.

4. ANOTHER ANGLE

REVEALING a perplexed, innocuous MALE CLERK who sees this and whose eyes pop with puzzled surprise as he steps into the Mad Hatter's way to stop him.

CLERK

Just a minute, sir. That's the Manager's hat.

Ignoring this, the Mad Hatter reaches under his coat and SQUISHES a hidden bulb in his vest which SQUIRTS a stream of KNOCKOUT GAS from the rim of his top hat into the Clerk's face with a ZZZING! As the Clerk buckles:

WIPE TO:

5. INT. A paneled LIBRARY - DAY

This is obviously the home of a wealthy sportsman, and various trophies of the hunt are seen. Immediately, PICK UP the Mad Hatter slipping in through a partially open French door and casing the room. His eyes fall on:

6. A HUNTING HAT - HANGING ON AN ELK'S ANTLERS

ANGLE TO BRING IN the Mad Hatter, who snatches this next prize and heads for the door.

7. ANOTHER ANGLE

The pretty young DAUGHTER of the house ENTERS via another door, and stops short with surprise when she sees the intruder.

DAUGHTER

You! Look! You can't just come in here and take my father's...

Before she can finish this, however, the Mad Hatter again SQUISHES the bulb, and the knockout gas SQUIRTS out of the rim of his hat into her face with a ZZZZZing! As she goes down:

WIPE TO:

8. INT. A HOTEL KITCHEN - DAY

It is not yet the busy time of day, and the kitchen is deserted. The Mad Hatter ENTERS through a swinging door, and looks around him to see:

9. A CHEF'S HIGH WHITE HAT - ON A COUNTER

ANGLE TO BRING IN the Mad Hatter, whose blinkers blop with excitement as he heists this further prize and starts out.

10. ANOTHER ANGLE

A plump WAITRESS WALTZES IN through the swinging door, stares at the bizarre interloper aghast, then opens her ample mouth to sound an alarm. But SQUISH, SQUIRT, ZZZING! And she's out like a blown fuse, as we find ourselves in:

11. INT. COMMISSIONER GORDON'S OFFICE - DAY

CLOSE ON COMMISSIONER GORDON, puzzled and grim.

GORDON

Three more hats. Stolen right out from under our noses. I would say a pattern is beginning to take shape...

12. WIDER ANGLE

TO REVEAL Gordon in a huddle with CHIEF O'HARA and other POLICE BRASS looking equally concerned.

O'HARA

A villainous pattern indeed, Commissioner. At this rate no hate in our fair city is safe.

GORDON

And perhaps no head, Chief O'Hara. Who knows what further diabolical tricks Jervis Tetch may have up his sleeve?

O'Hara and Police Brass react further, ad libbing simultaneously: "JERVIS TETCH???!!!"

GORDON (CONT)

(solemnly)

Who else, gentlemen? Obviously, the accursed Mad Hatter is back to his fiendish practices. It was a sad day indeed when the word parole was coined.

O'HARA

If memory serves me, Commissioner, the Mad Hatter is not only a mortal enemy of Gotham City but also of --

GORDON

(interjects)

-- Batman! Precisely, Chief O'Hara! The Cowled Crusader, himself, was a witness at the Mad Hatter's last trial.

(to all)

We have no other choice. We need his help. And now! Let's hope to heaven we can reach him!

He strides to the RED PHONE, lifts cover and receiver and jabs at the call-button.

13. INT. BRUCE WAYNE'S STUDY - DAY

CLOSE ON BATPHONE doing whatever it does. SUPER TITLE:

"BUT CAN THEY REACH HIM? OR ARE MILLIONAIRE BRUCE WAYNE, AND HIS YOUTHFUL WARD, DICK GRAYSON, UP TO SOMETHING ELSE THIS MORNING IN STATELY WAYNE MANOR...?"

As TITLE PAGES, ANGLE TO BRING IN Butler ALFRED, quickly approaching the phone and picking up the receiver.

ALFRED

(no preamble)

Yes, sir. I'll find him at once.

14. INT. WAYNE MANOR SOLARIUM - DAY

BRUCE WAYNE has just unwrapped a small but handsome piece of statuary as DICK GRAYSON watches with little interest.

DICK

You sent all the way to Italy for that piece of rock?

BRUCE

Piece of rock? This is Carrara marble, Dick. Famous from antiquity, but still being quarried.

DICK

(Impressed)

Gee. Carrara marble...?

BRUCE

And it's possible the renowned sculptor, Carnato, did this bust himself.

DICK

Gosh. Carnato...?

BRUCE

(nods)

One of the great masters. It wasn't easy outbidding other collectors. When we have more time, I'll acquaint you with the various processes of sculpturing. A fascinating art, to which I've devoted hours of study.

DICK

I'd sure like to hear about it, Bruce.

During this, Alfred has ENTERED and tentatively taps Bruce's shoulder.

ALFRED

I'm sorry to interrupt, sir. The Batphone...

DICK

Hot diggety!

15. ANOTHER ANGLE

AUNT HARRIET has just stepped into the solarium via another door, carrying an assortment of tea cannisters. This momentarily stops Dick and Bruce, eager to head for the study.

AUNT HARRIET

I'm in a quandary, Bruce. The Gotham City Gourmet Society's tea-testing is this afternoon. And I don't know whether to start with oolong or pekoe.

BRUCE

(slightly harried)

I'm sure whatever decision you make will be the right one, Aunt Harriet. A black-footed albatross has just been sighted in Slater's Slough...

He and Dick head OUT, Aunt Harriet looking from them to Alfred.

AUNT HARRIET

A black-footed albatross on the day of the tea-testing?

ALFRED

You know how they are about their bird-watching, Mrs. Cooper.

16. INT. BRUCE'S STUDY

Bruce and Dick hurry IN, Bruce grabbing up the flashing Batphone with Dick at his elbow.

BRUCE

Yes, Commissioner?

17. INT. GORDON'S OFFICE - CLOSE - GORDON ON PHONE

GORDON

(ominously)

Jervis Tetch is at large again.

18. BACK TO BRUCE'S STUDY

BRUCE

We're on our way!

He hangs up, glances at Dick who's overheard this.

DICK
Jervis Tetch? The Mad Hatter!
Holy Sombbrero!!!

BRUCE
(nods)
To the Batpoles!

He activates the secret switch and as the secret panel opens:

19. STANDARD OPENING BAT-FOOTAGE

Down the poles, out into Bateave as Batman and Robin under MAIN TITLES, to the Batmobile...and OFF WE GO!

FADE OUT:

END OF TEASER

FADE IN:

20. EXT. POLICE HEADQUARTERS BUILDING - DAY (STOCK)

Batmobile races into the parking lot with all its explosive ferocity. HOLD FOR EPISODE TITLES as Batman and Robin leap out and race up steps into the building.

DISSOLVE TO:

21. INT. GORDON'S OFFICE - DAY

Batman, Robin, Gordon, O'Hara and various aides. Batman is concluding a brisk summation.

BATMAN

Then that makes nine hats altogether? Including the three taken this morning?

GORDON

(mournful nod)

At this rate, Gotham City will soon be without a single piece of headgear.

BATMAN

At this rate, Gotham City will be in much worse trouble than that, Commissioner. You're right, it is obviously the work of the Mad Hatter.

ROBIN

The knockout gas is his trademark.
(acts out)
Squish! Squirt! Zzzing!

BATMAN

But I don't think his twisted mind will stop at stealing fedoras and chef's hats.

O'HARA

Begorra! Where will it stop? Nobody's safe while this human scourge prowls our streets!

BATMAN

I couldn't agree more, Chief O'Hara. The hats could be merely a prelude to a reign of terror he plans to unleash.

GORDON

You've had previous experience
with the Mad Hatter, Batman...

BATMAN

Indeed I have. I testified at
his last trial. He's probably
never forgotten that.

ROBIN

He said he'd get you! If it
was the last thing he did!

BATMAN

(shrugs)

It may be.

GORDON

(pleased)

We hoped that would be your
attitude. His new reign of
terror must be stopped before
it's started!

O'HARA

(to Batman)

So we're counting on you...

BATMAN

It's tricky. With so few leads.

ROBIN

He's a devious scoundrel, all
right.

BATMAN

But hasty climbers have sudden
falls, Robin.

ROBIN

(snaps fingers)

Of course! You're right! Let
the Mad Hatter make one misstep...

At this point, a regular phone in headquarters RINGS.
Gordon answers.

GORDON

Commissioner Gordon.

(big reaction)

The Fire Chief's hat? At the
Fireman's Convention?

(pause)

Yes! Right away!

He hangs up, looks at Batman and Robin.

GORDON

He's struck again! He just stole the Fire Chief's hat at Convention Hall!

ROBIN

Holy helmets!

O'HARA

Will you be needin' reinforcements?

BATMAN

Thanks, Chief. But the Boy Wonder and I would like to nail this wiley weasel, ourselves. He's an old enemy of mine, and there may be more to this than meets the eye.

He and Robin stride OUT, as O'Hara grabs up a phone and barks into it.

O'HARA

Clear all exits for the Batmobile!
Repeat! Clear all exits....!

22. EXT. POLICE HEADQUARTERS - DAY (STOCK)

Batman and Robin race in from the building, leap into the Batmobile and away we go again with a mighty ROAR!

23. EXT. A WAREHOUSE - DAY

ESTABLISH warehouse and start PANNING UP IT, as we also
SUPER TITLE:

"BUT AT THE SAME TIME, IN THIS
OLD BUILDING -- WHICH DOUBLES
AS A WAREHOUSE AND THE SECRET
HIDEOUT FOR THE MAD HATTER AND
HIS SLIPPERY STOOGES..."

TITLE FADES, as CAMERA MOVES IN THROUGH an upper window of warehouse to:

24. INT. THE MAD HATTER'S HIDEOUT - DAY

This is the main room of the hideout, a fair-sized area on the walls of which are arranged the Mad Hatter's wondrous collection of various hats: a boomerang hat of an Australian bushman, an Indian drum hat, a South American Indian's cage hat for carrying a hunting hawk, a western badman's hat, whatever else our Bat-Prop department can come up with. This is just one of several rooms of the hideout in a semi-abandoned old warehouse, and we will see the Mad Hatter's small connecting hat factory later.

Now, the Mad Hatter -- still in his bizarre clothes, but the top hat replaced by a dashing buccaneer's hat -- is gleefully setting the Fire Chief's red helmet on the head of a wax dummy in what appears to be a jury box in the center of the room. Twelve wax figures sit in this jury box, and, as the Mad Hatter adjusts the Fire Chief's hat on the dummy, we see that ten of the mannequins have on hats -- the three sitting nearest the Fire Chief's dummy wearing the fedora, the hunting hat and the chef's hat we saw the Mad Hatter pick up in Teaser. This leaves two of the wax figures hatless. Two of the Mad Hatter's stooges are watching the operation. They are CAPPY and DICER. Cappy is a sly, dwarf-like little man wearing a brightly-checked, over-sized cap. Dicer, less important to us, wears a derby. The Mad Hatter steps back to admire his latest acquisition.

MAD HATTER

There! Two more to go and the wax dummies of those conniving jurors who convicted me will at least have their proper toppers!

CAPPY

In the meantime, when do we eat?
Stealing hats is one thing...

MAD HATTER

(corrects)

Stealing hats is everything, Cappy!
(disdainfully)

Of course, you wouldn't understand.
With your strange fetish for --

(indicates Cappy's
cap derisively)

-- beanies.

CAPPY

(defensive)

One day I'll graduate to hats.
Then you won't make fun of me.

DICER

Cappy's right, boss. Gettin' bonnets for those dummies ain't fillin' our stomachs. Or our wallets.

MAD HATTER

Our wallets will be well filled,
Dicer, when I complete the --
(gestures o.s.)

-- most fantastic hat clutch
of my glorious career!

25. ANOTHER ANGLE

REVEALING a thirteenth wax figure which sits on what appears to be a witness chair adjoining one end of the jury box. This is a dummy of Batman, without his cowl! ANGLE IN the Mad Hatter, Cappy and Dicer.

CAPPY

(astonished)

Batman's cowl?

MAD HATTER

Exactly.

DICER

Takin' on Batman's a big order, boss.

MAD HATTER

(agrees)

The biggest. And I will not only have added his cowl to my unique collection, I will have exposed our monstrous enemy once and for all. Before he meets his gory end!

CAPPY

(uncertain)

Many others have tried killing Batman...

MAD HATTER

What kind of a brain have you got under that --

(derisive again)

-- oversized dinky? Many others do not have the lethal equipment in my hat factory.

He crosses to a nearby door on which we read: "HAT FACTORY. ENTER AT YOUR OWN RISK". He opens the door, gestures for Cappy and Dicer to follow him and enters.

26. INT. MAD HATTER'S HAT FACTORY

This is a medium-sized room in which is seen the various equipment for hat manufacturing. The Mad Hatter, followed by Cappy and Dicer, steps to the first piece of equipment marked: "FLAILING KNIVES". The Mad Hatter activates a switch, and several wicked-looking knives start flailing a moving conveyor belt.

27. CLOSER - THE MAD HATTER, CAPPY AND DICER

as the Mad Hatter indicates this tortuous device.

MAD HATTER

Excellent for shearing rabbit fur. Think what they would do to a man's skin!

Cappy and Dicer think about this and decide it wouldn't be too pleasant a skin treatment.

28. ANOTHER ANGLE

The Mad Hatter moves on to next contraption, marked: "MECHANICAL STRETCHERS". He activates this stretching device, as Cappy and Dicer watch with awe.

MAD HATTER

These stretchers form felt into the shape of hat crowns. What forms would they make of a man's muscles and marrow?

Cappy and Dicer decide a man's muscles and marrow would come out losers.

29. ANOTHER ANGLE

The Mad Hatter moves on to a man-sized rotating core, to which are attached several small fans and hoses, all marked: "CYLINDRICAL CHAMBER -- SUCTION FANS -- SULFURIC ACID SPRAY." He activates this rotating core, as he explains further.

MAD HATTER

For shrinking and sizing hat bodies. Why not shrink and size the body of Batman, himself?
(evil glee)

It brings joy to my heart that my dastardly adversary may end up as a crown or brim or tassel on a pith helmet or tam-o'-shanter.

He starts returning through the hat factory, turning off the machinery as he goes. Cappy and Dicer follow.

MAD HATTER (CONT)

I swore vengeance when he testified against me, and I will get it! I will get it!

They reach the door again, and the Mad Hatter gestures for Cappy and Dicer to precede him through it. As they do:

30. TWO SHOT - CAPPY AND DICER

Cappy speaking to his croney in quick sotto.

CAPPY

The death of Batman could be
the death of you and me, Dicer.
The Mad Hatter is medder than
ever!

During this, they re-enter:

31. INT. MAIN ROOM OF HIDEOUT

Cappy and Dicer come IN from hat factory, the Mad Hatter immediately behind them and aware of their whispering.

MAD HATTER

What conniving are you up to
now, Cappy?

CAPPY

I just thought it might be a --
little risky, boss. Luring Bat-
men to our hideout and this fac-
tory. Maybe tipping off the fuzz.

MAD HATTER

(speculates about this)

You could be right. For once.
My hat factory is a last resort.
I have another spot picked out
where the Cowled Crusader may lose
his most precious possession.

He turns from hat factory door, and once more gestures
toward the jury box in center of main room.

MAD HATTER (CONT)

Then the biggest coup of all!
Substituting the real owners
of these hats for the twelve
wax dummies in this jury box!

CAPPY

(aghast)

You mean -- kidnapping twelve
jurors?

MAD HATTER

(nods wickedly)

And asking the biggest ransom
Gotham City has ever seen.

Cappy's expression indicates great uncertainty about this, as the Mad Hatter looks o.s. at someone ENTERING hideout.

MAD HATTER (CONT)

Ah, Lisa! Where have you been?

32. ANOTHER ANGLE

REVEALING LISA, who has entered. Lisa, in a modish street outfit, is as dishy as all our other pretty, young, leading Bat-ladies. And also obviously completely under the Mad Hatter's spell.

LISA

I'm supposed to be taking a coffee break, Jervis. At least that's what I told Madame Magda...

MAD HATTER

(echoes darkly)

Madame Magda. Little does she know she is to be my next victim. Or how you are to help me, Lisa.

LISA

(concerned)

Me, Jervis? I don't want to do anything that might jeopardize my job in her millinery salon.

MAD HATTER

Don't worry, my dear. It will all be so simple. The Mad Hatter will be recognized before he heists Magda's hat. This will give the police time to alert my foremost enemy, Batman. When he and the Boy Wonder appear in the salon, as they're sure to do, you will discover this --

(produces a small card)

-- little card I have dropped. And call it to their attention. It will look as if you're cooperating with them when, in reality, you'll be luring them to their doom!

Lisa takes the card, glances at it, then looks at the Mad Hatter with great admiration.

LISA

Jervis, you're a genius.

33. CLOSE - CAPPY

aloud to self, and CAMERA.

CAPPY

A demented genius. Luring us
to our doom, too!

34. EXT. ENTRANCE OF CONVENTION HALL - DAY

out of which stream a number of FIREMEN. As CAMERA
MOVES IN THROUGH this activity, SUPER TITLE:

"BUT WHAT OF BATMAN AND ROBIN???
LITTLE REALIZING THE ENORMITY
OF THE MAD HATTER'S ABOMINABLE
SCHEMES, OUR DAUNTLESS DUO CROSS-
QUESTIONS A FRIGHTENED HAT-CHECK
GIRL..."

As TITLE FADES, we find we are in:

35. INT. FOYER - CONVENTION HALL

ANGLE AT hat-check stand where a leggy, bosomy, slightly-
dazed hat check girl, BABETTE, is trying to tell Batman
and Robin of her encounter with the Mad Hatter. However,
she is so swept away by Batman's presence that the going
is rough.

BATMAN

(helpfully)

Perhaps if you started again,
Miss -- er --

BABETTE

Babette. People call me Babette.
It's my name.

BATMAN

The robbery...

BABETTE

(sighs)

It all happened so quickly. I
was counting my tips...

BATMAN

And when you looked up the Fire
Chief's hat was gone?

BABETTE

Going. In the hand of the thief.
And when I started to scream...

BATMAN

He pressed a bulb in his vest?

ROBIN

Squish!

BATMAN
Which ejected a stream of gas
from the rim of his hat?

ROBIN
Squirt!

BATMAN
And knocked you out?

ROBIN
Zzzing!

BABETTE
(from distance)
That's exactly what happened!
How could you have guessed!?

BATMAN
We're familiar with the methods
of this criminal. I only wish
we'd been here to prevent his
dastardly attack on you.

BABETTE
(gazing)
Well, you're here now, Batman.
Alive. In the flesh...

Before Batman can answer, some SHARP SPURTS (as if small
rockets are FIRING) are heard outside, along with general
SOUNDS of sidewalk EXCITEMENT and CURIOSITY.

ROBIN
A Bat-phone rocket!

He leaps OUT.

36. EXT. CONVENTION HALL

A small, excited crowd has assembled around the Bat-
mobile as Robin strides IN.

ROBIN
Holy torpedoes!

37. ANOTHER ANGLE - ON BATMOBILE

Holy torpedoes! is right. For little GREEN ROCKETS are
FIRING (Or whatever they do) from the BAT-PHONE TUBE.
Robin vaults into Batmobile and grabs up the phone.

ROBIN
Yes, Commissioner?

38. INT. GORDON'S OFFICE - CLOSE - GORDON ON RED PHONE

GORDON

(tense, brisk)

The Mad Hatter's been spotted again! On the sidewalk outside Magda's Millinery Maison! Sixty-one Gotham Lane!

39. BACK TO ROBIN - IN BATMOBILE

ROBIN

Roger!

He hangs up phone, as CAMERA ANGLES TO BRING IN BATMAN, striding through the crowd which separates with admiring OOOHS! and ANHHHS!

ROBIN

A hat shop! Gotham Lane!

Batman nods and vaults in under the Bat-wheel.

BATMAN

Hold tight!

He executes Batmobile's Bat-start with APPROPRIATE LEVERS.

40. EXT. BATMOBILE

It hurtles off, makes one of its amazing (STOCK) Bat-turns and ROARS AWAY! SUPER TITLE:

"MAGDA'S MILLINERY MAISON,
HATBOX FOR THE HAUT MONDE..."

And now we find the hurtling Batmobile replaced by:

41. INT. MAGDA'S HAT SHOP

CLOSE ON MAGDA, vivacious and scintillating as befits the fortysish entrepreneur of a fashionable millinery shoppe, gushing and cooing. Magda wears an elaborate hat herself, and talks with or without Hungarian accent depending on casting.

MAGDA

This is just the hat for you, Mrs. Monteagle. Sassy, but not too outspoken.

ANGLE WIDENS TO REVEAL she is talking to a veddy socialite middle-aged customer, MRS. MONTEAGLE, who is studying the appearance of the hat Magda has just put on her in a table mirror. Lisa stands nearby, apparently the clerk waiting on Mrs. Monteagle -- though Magda has momentarily taken over. Mrs. Monteagle makes a little moue at the hat, removes it and eyes Magda's hat jealously.

MRS. MONTEAGLE

I like the one you're wearing much better, Magda.

MAGDA

It is part of my personal wardrobe, Mrs. Monteagle. And not for sale. Perhaps Lisa can find you something similar.

Lisa nods, starts out WITH CAMERA, then pauses as she sees:

42. ANOTHER ANGLE

The Mad Hatter has ENTERED the small salon, dressed as in Teaser with top hat and all, quickly cases the place with a brief impersonal glance at Lisa, then moves in direction of Magda and Mrs. Monteagle.

43. ANGLE WITH MAGDA AND MRS. MONTEAGLE

Mrs. Monteagle studies her reflection in the mirror.

MRS. MONTEAGLE

Maybe something with a little veiling would be nice...

MAGDA

(con artist)

Mrs. Monteagle, veiling is for much older women than you. Don't worry about a thing. You know Magda isn't going to let you out of her shop without --

During this, the Mad Hatter has slipped IN behind Magda, and her sentence is abruptly cut off as he lifts her elaborate hat directly off her startled head. Magda wheels on him, before he can make his escape.

MAGDA

You! You horrible little man!
Give me back my hat at -- !

But again, her sentence is cut off as the Mad Hatter SQUISHES the bulb in his vest and a jet of KNOCKOUT GAS SQUIRTS out of the brim of his top hat directly in Magda's face. ZZZING! She passes out. As Mrs. Monteagle leaps to her feet, SCREAMING:

44. MOVING ANGLE - THE MAD HATTER

He hightails through the hat salon, as Clerks and other customers join in the confusion, and EXITS.

45. EXT. MAGDA'S HAT SHOP

The Mad Hatter scurries out of shop's entrance, and heads through sidewalk activity and OUT in one direction. At the same time, Batmobile is HEARD APPROACHING from another direction -- CAMERA FLASH PANNING TO BRING IT to a roaring Bat-stop in front of salon proper. As Batman and Robin leap out and stride into the shop, SUPER TITLE:

"COULD IT BE? THEY'RE TOO LATE AGAIN? THE MAD HATTER HAS HEISTED HIS ELEVENTH HEADPIECE? AND MADE HIS ESCAPE UNDER THE VERY NOSES OF THE DYNAMIC DUO...?"

As TITLE FADES, Batman and Robin have entered:

46. INT. MAGDA'S HAT SHOP

All is confusion. Lisa, and other personnel, are reviving Magda, with Mrs. Monteagle and other customers in a dither around her. As Batman and Robin stride IN, they separate to make way for them, with AD LIBBED expressions of relief such as: "Batman!" "At last!" "What a lucky break!" "Now the hat thief hasn't a chance...!"

47. CLOSER ANGLE - BATMAN, ROBIN AND MAGDA

Lisa and Mrs. Monteagle in immediate b.g.

BATMAN

Are you all right, Madame Magda?

MAGDA

I'm still woozy from the knockout gas.

(feels her hair)

And my favorite hat is gone!

BATMAN

It will be returned, don't worry. We are on to this cagey culprit.

During this, Magda recovers her vivacious aplomb to the point she eyes his cowl with interest.

MAGDA

I've always loved your cowl! I might modify the design, and start a whole new fashion.

MRS. MONTEAGLE

(ANGLED IN)

I'll take a dozen. In assorted colors.

MAGDA

You must find it a little warm
in summer, though.

BATMAN

I'm never without it. Winter
or summer. I wouldn't know.

MAGDA

(pointedly)

But you must take it off some
time. All of Gotham City won-
ders who you really are, Batman.

BATMAN

They might be quite disappointed.

MAGDA

(eyes flutter)

Such a shy, sweet boy!

48. ANOTHER ANGLE

FAVORING Robin and Lisa, who tentatively produces the
little card the Mad Hatter gave her in his hideout and
extends it to Robin as though having just picked it up.

LISA

The robber dropped this, Boy
Wonder. Perhaps it may be of
some help.

ROBIN

(taking card)

Thank you.

He glances at the card and reacts slightly, as ANGLE
WIDENS TO INCLUDE Batman. Robin gestures to him and
they step slightly apart from other activity.

49. CLOSER - BATMAN AND ROBIN

Batman takes the card and looks at it.

BATMAN

(reads from card)

Wolfgang Brumer. Statuary.

(to Robin, sotto)

This is odd. I know Wolfgang
Brumer. I've been sitting for
a statue he's making of me for
the city park.

ROBIN

Holy happenstance!

BATMAN

Exactly. Why do you suppose the Mad Hatter's dropping Brumer's cards, like scattered clues, around Gotham City?

ROBIN

It could be a trap.

BATMAN

Or at least a lead. Brumer is noted for his unique headwear.

ROBIN

And could be next on the list!!!

50. ANOTHER ANGLE

Batman turns back to Magda.

BATMAN

I'll report your robbery to the authorities, Madame Magda. You'll get your hat back and won't be bothered again, I'm sure.

MAGDA

(gushing)

It was worth it, meeting you once more.

BATMAN

Once more?

MAGDA

I'm sure you don't remember me, but I'll never forget your brilliant testimony at the trial of that detestable little Jervis Tetch!

BATMAN

(stumped)

Oh. Yes.

He and Robin start out, with CAMERA.

BATMAN

(sotto, as they go)

What do you suppose she meant by that? What part did she play in the Mad Hatter's last trial?

ROBIN

Gosh, Batman. Search me.

They continue OUT toward Batmobile, CAMERA ANGLING TO Lisa, who moves after them toward the door of the shop and watches them go with a little smile of a dirty job well done. SUPER TITLE:

"CAN IT BE POSSIBLE BATMAN'S FALLEN FOR THIS RUSE? AND ALSO OVERLOOKED AN IMPORTANT CLUE? AND WHAT ABOUT WOLFGANG BRUMER, HIMSELF? IS AN INNOCENT SCULPTOR AWARE OF HIS PART IN THE EVIL SCHEME...?"

Beneath this, the Batmobile has taken off from in front of Magda's shop with another ROAR, and as TITLE FADES we are in:

51. INT. BRUMER'S STUDIO - DAY

A typical sculptor's studio with various casts, forms and molds; assorted pieces of statuary, some completed, some not; some recognizable replicas such as a Winged Victory, a Venus de Milo, etc; tools of the craft, pails of wet plaster for making molds and so forth. COME IN ON WOLFGANG BRUMER, himself, chiseling away on the granite nose of a present project. Brumer is a simple little man in a soiled sculptor's smock and kerchief-type head covering. He wears very thick glasses and a small goatee. As he works, he HUMS a recognizable German melody until a LITTLE BELL TINKLES, announcing someone has entered the studio behind him. As Brumer turns, chisel in hand:

52. ANOTHER ANGLE

The Mad Hatter has ENTERED, and his hungry eyes have immediately fallen upon:

53. CLOSE - HIS POV

A half-finished statue of the Caped Crusader is prominent.

54. BACK TO THE MAD HATTER

as Brumer approaches him politely.

BRUMER

(heavy accent)

Good morning. Wolfgang Brumer, here --

But the Mad Hatter doesn't exchange this greeting. Instead, he SQUISHES the bulb in his vest and SQUIRTS KNOCK-OUT GAS from the rim of his top hat directly into Brumer's face. Brumer goes down with the usual ZZZING! Then the Mad Hatter starts dragging the sculptor's unconscious body into:

55. INT. REAR ROOM OF STUDIO

The Mad Hatter drags Brumer into this shadowy area, hears O.S. SOUNDS OF BATMOBILE ARRIVING outside, quickly steps to a window and looks out.

56. HIS POV

At the curb below, the Batmobile is indeed making another GIDDY BAT-STOP!

57. BACK TO MAD HATTER

He turns from the window with evil glee, and rapidly prepares to change into Brumer's clothes and identity.

58. EXT. BRUMER'S STUDIO - AT CURB

Batman and Robin get out of Batmobile, ease the building as another small crowd gathers excitedly, then stride into building on the double, CAMERA ANGLING TO another section of the building's entrance, in which Cappy and Dicer APPEAR, apparently having been spotted here by the Mad Hatter to watch developments.

DICER

The web tightens!

CAPPY

I just hope it doesn't tighten around us, Dicer!

DICER

Don't you trust the boss?

CAPPY

Like I trust women, mad dogs and two-headed vipers!

However, they follow the Dauntless Duo into the building.

59. INT. BRUMER'S STUDIO

The Mad Hatter, now dressed in Brumer's clothes and quickly adjusting thick spectacles and a small prop goatee, comes IN from rear room with Brumer's chisel and gets to work on the statue's nose, HUMMING a la Brumer as the LITTLE BELL TINKLES again.

60. ANOTHER ANGLE

Batman and Robin ENTER, the Mad Hatter (as Brumer) turning genially from the statue and effecting Brumer's thick accent.

MAD HATTER

Good morning. Wolfgang Brum --
 (breaks off, as if just
 recognizing Batman)
 Ach! Mein friend, Batman!
 (to include Robin)
 And der Boy Wonder! To what do
 I owe this honor? Or did you
 come for your next sitting?

BATMAN

We've come to ask you a question,
 Herr Brumer. Is this your card?

He produces the little card, which the Mad Hatter takes
 and makes quite a ceremony of studying through his glasses.

MAD HATTER

(finally)

Ja.

BATMAN

Do you know someone named
 Jervis Tetch?

MAD HATTER

(puzzled)

Jervis Tetch? Nein.

BATMAN

He is presently victimizing
 Gotham City in the guise of
 the Mad Hatter.

MAD HATTER

Gott und himmel! Der Mad Hatter?

ROBIN

And somehow he dropped that card
 when he made his last crafty catch.

MAD HATTER

My card? Donner un blitzen!

(in excited German)

I can't imagine where he would
 have gotten it, Batman! I don't
 know the Mad Hatter! I am just
 Wolfgang Brumer! A simple sculptor!

BATMAN

(calming him)

All right, Herr Brumer. I didn't
 mean to alarm you.

He and Robin turn to start out, but the Mad Hatter
 stops them.

MAD HATTER
 Nein, Batman! Wait! As long as
 you are here, can't I persuade
 you to pose? At least for a minute?

61. ANOTHER ANGLE

The Mad Hatter turns toward Batman's unfinished statue
 and gestures with the chisel a la Bruner.

MAD HATTER (CONT)
 I am having a little trouble with
 der head. If you would remove your
 cowl, maybe I can see what's wrong.

62. CLOSE - BATMAN

Ah so?/?/?/?

BATMAN
Remove my cowl?

63. BACK TO SCENE - FAVORING THE MAD HATTER

MAD HATTER
 (very calmly)
 In mein dressing room, of course.
 Der Boy Wonder can hand it out to
 me.

Batman appears to think this over, as Robin watches him
 curiously. Is Batman really going to fall for this?
 Then Batman nods to the Mad Hatter.

BATMAN
 All right, Herr Bruner. Come
 on, Robin.

Batman and Robin EXIT into adjoining dressing room,
 CAMERA WITH the Mad Hatter, who grins as if this is the
 culmination of all his scheming, then swiftly steps to
 the main door of the studio, puts one hand over the lit-
 tle ANNOUNCING BELL, opens the door slightly with his
 other hand and gestures into adjoining hall.

64. INT. - HALL OUTSIDE STUDIO

The Mad Hatter is seen gesturing from studio doorway,
 as Cappy and Dicer again MATERIALIZE.

MAD HATTER

(quick sotto)

It's working better than I dreamed! Batman's in the dressing room with the Boy Wonder! My expert mimicry and perfect German fooled them completely!

Cappy and Dicer pass the Mad Hatter in doorway, and ENTER:

65. INT. BRUMER'S STUDIO

The Mad Hatter closes the door behind them, and indicates statuary.

MAD HATTER (CONT)

Take your places behind the statues as planned! When the Boy Wonder appears with the cowl, jump him!

CAPPY

And what about Batman?

MAD HATTER

He will be exposed for all the world to see!

66. INT. STUDIO DRESSING ROOM

Batman and Robin.

BATMAN

Phoney accent! False beard! Brumer's glasses....!

ROBIN

I smell a rat.

BATMAN

You smell the Mad Hatter in Brumer's disguise.

ROBIN

Gee-whiz! You're not just going to hand him your cowl, are you?

BATMAN

Who knows what stakes he's playing for? But we're playing for time!

ROBIN
Holy Epigrams! Of course! I
should have known!

A low O.S. MOAN interrupts this little session, and
Batman and Robin exchange looks.

ROBIN
Someone's moaning!

BATMAN
No doubt the real Brumer!

They move out of rear of dressing room in direction of
another MOAN, and come into:

67. INT. - REAR ROOM OF STUDIO

Batman and Robin ENTER to find Wolfgang Brumer lying
on the floor, his arms and legs bound and a gag in his
mouth. Batman stoops down beside him, as Robin inves-
tigates a pile of clothes nearby.

BATMAN
It is the real Brumer!

ROBIN
And the Mad Hatter's clothes!

During this, he produces the Mad Hatter's top hat with
attached cord and SQUISHING BULB.

BATMAN
(about Brumer)
Untie him, Robin! While I
take on --
(a la the Mad Hat-
ter's a la of Brumer)
-- mein double-dealing friend
in der studio!

He strides back toward dressing room aglow with Bat-
zest-and-zeal.

68. INT. STUDIO

Cappy is partially hidden behind one piece of statuary,
Dicer is behind another. The Mad Hatter works on chisel-
ing Brumer's statue but is getting restive.

MAD HATTER
I wonder what's keeping them?

Then -- BAM! BASH! CRASH! SPLINTER! And as the Mad
Hatter wheels in the direction of this --

69. ANGLE - SHOOTING TOWARD DRESSING ROOM DOOR

as Batman comes CRASHING through the closed dressing room door in a way-out Bat-entrance! Which completely demolishes the breakaway door but leaves Batman intact and ready for the fight!

BATMAN

All right, Jervis Tetch!

70. ANGLE - THE MAD HATTER

holding his ground.

MAD HATTER

I am Herr Brumer.

71. ANOTHER ANGLE

BATMAN

You are the Mad Hatter! And you've had it!

MAD HATTER

(casts aside his impersonation)

Not until I get your cowl, Batman!

With this, and using the chisel as a kind of rapier, he begins a duel of sorts around the studio -- as he also calls for help.

MAD HATTER (CONT)

Dicer! Cappy -- !

Dicer jumps IN from behind his statue, but no Cappy.

72. CLOSE - CAPPY

This is it, as far as the Mad Hatter's traitorous little stooge is concerned. He's not going to take on Batman!

73. BACK TO FIGHT ACTION

With the chisel as his sword, the Mad Hatter feints and lunges at Batman and then abruptly leaps for Batman's cowl. It is Batman's turn to feint, and then he lands a blow which sends the Mad Hatter staggering backward into a mass of breakaway statuary. And breakaway it does! Heads, arms, legs and torsos fly around the room! As the Mad Hatter struggles to regain his balance, Batman advances on him. Only Dicer now makes a move, leaping on Batman's back. Batman FLICKS Dicer aside, sending Dicer flying into:

74. A MOCK-UP VENUS DE MILO

Dicer lands against this Venus with a thud, the plaster-of-Paris replica smashing into a thousand pieces!

75. BACK TO FIGHT ACTION

Batman has been momentarily distracted by Dicer, so that the Mad Hatter makes another lunge at him, grabbing his cowl and hanging on grimly! Batman tries to shake him loose!

MAD HATTER

Cappy! Do something!

76. ANGLE - CAPPY

He cautiously APPEARS from behind his piece of statuary, then his eyes fall on:

77. A TUB OF WET PLASTER

used for making statue molds, and appropriately marked.

78. BACK TO CAPPY

He grabs up this tub of plaster, apparently uncertain just what he's going to do with it.

79. ANGLE TOWARD FRACTURED DRESSING ROOM DOOR

in which Robin APPEARS, carrying the Mad Hatter's top hat with BULB ATTACHMENT and comes to the aid of the Cowled Crusader! He starts in Cappy's direction, but Dicer now MATERIALIZES out of the demolished Venus de Milo in front of him!

80. CLOSER - ROBIN AND DICER

As Dicer looms up in front of Robin with the Venus de Milo's head, Robin raises the Mad Hatter's hat so that its rim points at Dicer's face -- and SQUISHES THE BULB! But nothing happens! SUPER TITLE:

"NO SQUIRT!!! NO ZZZING! NO
KNOCKOUT GAS...!!!"

TITLE FADES as Robin tries again without success.

ROBIN

Darn it. Empty!

At this point, Dicer brings the Venus' plaster head sharply down on Robin's skull! As an ARRAY OF COLORED STARS EXPLODES ON SCREEN, Robin goes down -- and out!

81. BACK TO FIGHT ACTION - BATMAN AND THE MAD HATTER

Batman manages to shake the Mad Hatter loose from his cowl, and they exchange several more BLOWS. One of the Mad Hatter's lands neatly, and this time Batman is sent reeling! The Mad Hatter now tosses aside the chisel and produces a GUN which he points at Batman!

82. ANGLE - CAPPY

He steps up on a short ladder behind the Mad Hatter, with the tub of plaster. Apparently, he has made up his mind to dump it on his leader.

83. BACK TO FIGHT ACTION - BATMAN AND THE MAD HATTER

Batman recovers his balance and heads for the Mad Hatter again. The Mad Hatter SHOOTs, but shot goes wild. Batman now leaps the Mad Hatter, but again the Mad Hatter ducks and feints -- so that he is taken out of Cappy's range, and Batman replaces him directly beneath Cappy on the ladder!

84. CLOSER ANGLE - BATMAN AND CAPPY

The impact of Batman's THUD against the ladder is such that Cappy loses his balance, and the full contents of the BUCKET OF THICK, WET, WHITE PLASTER lands directly on Batman's head!

85. ANGLE - BATMAN

He stumbles beneath this deluge, then sinks to the floor in an upright position as the WET PLASTER COVERS HIM ENTIRELY -- AND APARENTLY ALSO STARTS TO HARDEN AROUND HIM ON IMPACT!

86. ANGLE - THE MAD HATTER AND CAPPY

MAD HATTER

What have you done, Cappy? Now
I will never get his cowl!

Cappy thinks very quickly to save his own skin.

CAPPY

When the plaster hardens and is removed, you will get a MOLD of his cowl! And at the same time, Batman will be PERMANENTLY CEMENTED! A far simpler end than the flailing knives, mechanical stretchers, cylindrical chambers, suction fans and sulfuric acid spray in your hat factory!

Abruptly, the Mad Hatter realizes it is.

MAD HATTER

A stroke of genius on your part,
Cappy! If I do say so myself!
This way, I can kill two birds
with one stone!

(laughs wickedly)

Yes! Two birds with one STONE!

CAMERA ANGLES to the plastered mess that once was our
Cowled Crusader, and as the Mad Hatter, Cappy and Dicer
gather around it and we see it begin to take on a cer-
tain SOLIDIFYING FORM, SUPER TITLES:

"HOW DOES BATMAN GET OUT OF
THIS PLASTER TRAP???"

"HAS THE CANNY CAPPY OUTWITTED
EVEN THE MAD HATTER??? PERHAPS
FOR HIS OWN EVIL ENDS???"

"THE WEB OF TERROR IS JUST
STARTING TO TIGHTEN! LIKE
THE WET CEMENT IS JUST STARTING
TO HARDEN!!!"

"BE PREPARED!!! TOMORROW...
SAME BATTIME!!! SAME BAT-
CHANNEL!!!"

FADE OUT:

END OF PART ONE

PART TWO

FADE IN:

87. REPRISE OF PART ONE

QUICK SERIES OF FREEZE FRAMES stolen from action of Part One, with SUPERED TITLES:

- | | |
|---|---|
| (a) "A FELT FEDORA..." | Mad Hatter lifts it off hook in silver shop. |
| (b) "...AND KNOCKOUT GAS!" | Mad Hatter squirts silver store clerk. |
| (c) "A HUNTING HAT..." | Mad Hatter lifts it off elk's antlers. |
| (d) "AGAIN!" | Mad Hatter squirts girl in library. |
| (e) "A CHEF'S HAT..." | Mad Hatter in hotel kitchen. |
| (f) "ONCE MORE!" | Mad Hatter squirts waitress. |
| (g) "A NEW REIGN OF TERROR...???" | Gordon's office in a turmoil. |
| (h) "HOLY SOMBRERO!" | Bruce and Dick get call in Wayne Manor study. |
| (i) "THE FIRE CHIEF'S HAT???" | Gordon learns of new heist; Batman and Robin take off. |
| (j) "A BUNDLE..." | Babette talking to Batman and Robin at hat-check stand. |
| (k) "A JURY BOX...???" | Jury box in Mad Hatter's hideout. |
| (l) "AH-HAH! THE <u>THIRTEENTH HAT!!!</u> " | Mad Hatter points out Batman's dummy, without cowl. |
| (m) "BATMAN'S DOOM?" | Mad Hatter's hat factory, with it's lethal machinery |
| (n) "CAPPY'S DOUBTS???" | Cappy warns Dicer of Mad Hatter's madness. |

(o) "LISA'S DISMAY..."

Lisa tells Mad Hatter she doesn't want to lose her job.

(p) "ANOTHER CALL!!!"

Bat-phone rockets firing from Batmobile.

(q) "ANOTHER CHAPEAU!!!"

Mad Hatter lifts Magda's hat.

(r) "A CLUE? WHO KNOWS?"

Lisa shows Robin the card Mad Hatter dropped.

(s) "SQUIRT!!!"

Mad Hatter squirts Brumer, who passes out.

(t) "SQUEEZE-PLAY???"

Batman and Robin suspect something's funny in studio dressing room.

(u) "BAM! BASH! CRASH!"

Batman leaps through closed studio door.

(v) "SQUINCH!!!"

Batman knocks Mad Hatter into statuery.

(w) "SQUISH!!!"

Cappy pours wet cement on Batman, who goes down.

(x) "TWO BIRDS..."

Batmen in mold, Robin out cold in studio.

(y) "...WITH ONE STONE!!!"

Mad Hatter's gleeful look when he sees how Batman's been trapped.

FADE OUT:

END OF REPRISE

FADE IN:

88. INT. BRUMER'S STUDIO - DAY

Enough time has passed for the wet plaster to harden on Batman, and his incredible CEMENT-SHROUDED FORM sits in the middle of Brumer's studio, as an unhappy and very reluctant Wolfgang Brumer, himself, chisels carefully away at its head. SUPER TITLE:

"POOR WOLFGANG BRUMER! FORCED
TO DO THE MAD HATTER'S GHOULISH
JOB FOR HIM! AT GUN POINT...!!!"

TITLE FADES, as ANGLE WIDENS TO INCLUDE the Mad Hatter, Cappy and Dicer all watching Brumer work with cautious eagerness. Brumer is back in his own clothes, the Mad Hatter in his -- and holding his gun on Brumer as the sculptor proceeds very tentatively with mallet and chisel.

MAD HATTER
Faster, Brumer! Faster...!"

BRUMER
Der cement must be chipped off
very carefully, if you want a
mold of Batman's cowl.

MAD HATTER
You can remove it in sections.
They can be glued together later,
to form the mold itself.

BRUMER
I don't want to disfigure mein
friend, Batman...

MAD HATTER
Batman??? It doesn't matter about
Batman! He can't still be alive
inside that cement shroud!

89. ANOTHER ANGLE - IN STUDIO

REVEALING Robin, who has regained consciousness after the blow on his head but is lashed to a nearby piece of statuary. When he hears this pronouncement of the Mad Hatter's, his heart sinks. But, at the same time, CAMERA ANGLES IN TO REVEAL that Robin's fingers have found a knot in the cord binding him and which he secretly starts undoing.

90. BACK TO GROUP - AROUND CEMENTED BATMAN

Chip! Chop! Hack! Split! Working dexterously, and starting to perspire, Brumer (with his mallet and chisel) manages to loosen a small portion of the plaster cast encasing Batman. Then he abruptly steps back with startled surprise.

BRUMER

Gott und himmel!!!

91. CLOSE ON CEMENT MOLD

Without Brumer using his mallet and chisel at all, another small section of the mold comes loose! As if being removed from the inside! This is accompanied by further chips, chops, hacks and splits! SUPER TITLE:

"BUT WHAT'S HAPPENING INSIDE
THE CEMENT COFFIN??? WHAT
ARE THESE STRANGE NOISES???
CAN IT BE POSSIBLE THE COWLED
CRUSADER IS STILL ALIVE...?"

TITLE FADES, and we are back with:

92. BRUMER, THE MAD HATTER, CAPPY AND DICER

all reacting with mounting surprise at what is happening to the cement mold.

MAD HATTER

What's that? What's happening???

BRUMER

(aghast)

Der statue seems to be coming
to life!

MAD HATTER

That's impossible!

Brumer shrugs, steps to the cement mold, cautiously removes the second piece of plaster apparently loosened from inside and peers into the hole thus produced.

93. ANGLE - ROBIN

Working cautiously, he's untied the knot in the cord binding him to the statue, and now generally loosens the rest of the cord so that he's prepared to pounce on the heavies. At the same time, a HORRENDOUS CRASH IS HEARD!

94. BACK TO GROUP - AND PLASTER CAST OF BATMAN

The cast SPLITS ASUNDER in hundreds of pieces of flying plaster, and Batman steps out unscathed!

95. CLOSE - BRUMER

BRUMER

Donner und blitzen!!!

96. REACTION SHOTS - THE MAD HATTER, CAPPY AND DICER

who all step back with surprise and alarm, as this living apparition emerges from his cement casing and takes a second to recover from the ordeal and get his bearings.

97. CLOSE - ROBIN

Vastly relieved at the sight of Batman, and prepared to take on the heavies.

98. FULL FIGHT ACTION - IN STUDIO

The Mad Hatter raises his gun at Batman and FIRES. The shot goes wild once more, and removes an ear from an alabaster Aphrodite nearby. At the same time, Robin LEAPS IN on Cappy and delivers several sharp upper-cuts to the traitorous stooge. Brumer also SNAPS INTO ACTION, wielding his mallet and chisel on the hapless Dicer. The Mad Hatter aims his gun at Batman again, but Batman leaps him and wrenches the gun out of his hand, sending it flying across the studio. Again, they exchange blows. But the Mad Hatter is agile. Feinting and ducking, he topples it over on Batman, momentarily pinning the Cowled Crusader. During this, Cappy has had enough and HIGH-TAILS OUT. Dicer, ducking Brumer's mallet and chisel, follows Cappy OUT. Without his henchmen, the Mad Hatter is lost. Particularly as Robin leaps for the Mad Hatter's gun and retrieves it. The Mad Hatter takes a last hungry look toward Batman and his cowl, then HURRIES OUT after his gang.

99. ANGLE - FAVORING BATMAN

With Robin and Brumer's help, the pinioning statue is removed and Batman gets to his feet.

ROBIN

Are you all right?

BATMAN

Never better, Boy Wonder. There's something about being cemented alive and then pinned by a ten-ton statue, that acts like a tonic on me.

100. ANOTHER ANGLE

Robin moves toward the pieces of shattered cement and looks at them wondrously, Batman and Brumer behind him.

ROBIN

I'm used to you doing the impossible, Batman -- but getting out of that plaster tomb was impossible!

BATMAN

(shrugs)

Much more simple than it seemed, Robin. Thanks to the Bat-Respirators in my utility belt.

He reaches down among the debris and comes up with several small, metal-like Bat-respirators.

BATMAN (CONT)

I told you earlier I'd studied sculpturing.

(to include Brumer)

And Herr Brumer will tell you that if small pieces of metal are placed in salient points of a wet plaster mold, either from within or without, they not only leave air holes but provide divisions whereby removing the sections of the solid cast become simpler.

(shrugs)

The Bat-respirators were in my belt. All I had to do was wait for the cement to harden.

ROBIN

Holy mortar!

BATMAN

Now we better help Herr Brumer clean up this mess.

BRUMER

No, Batman! You saved mein life! Also your own! That's enough for one day...

(looks around sadly)

But der next time you come to pose, we will have to start der statue all over again. Gott und hummel!

BATMAN

(assures)

The next time I come to pose,
we won't have such interruptions.

(then, all action)

We have work to do, Robin! Let's
go!

ROBIN

Roger!

As Batman and Robin stride out, SUPER TITLE:

"BACK TO THE BATMOBILE...!"

BENEATH THIS, we see Batman and Robin vault into Batmobile and it ROARS OFF! SUPER TITLE!

"BACK TO THE BATCAVE...!"

BENEATH THIS, we see the Batmobile entering Batcave's secret ramp. SUPER TITLE:

"BACK TO BUSINESS!!!"

As TITLE FADES, we find ourselves in:

101. INT. BATCAVE - DAY

Batmobile comes down the ramp and halts on the turntable, which begins to revolve as Batman and Robin leap out.

102. CLOSER ANGLE - BATMAN AND ROBIN

approaching general working area of Batcave, Batman is very thoughtful.

BATMAN

We can't win 'em all, Robin.
But I find being outmaneuvered
by the Mad Hatter somewhat
irritating.

ROBIN

Irritating? Heck! It's downright vexatious!

BATMAN

There must be some insidious
scheme. Some over-all plan.
Who'd steal eleven hats to
gain his nefarious end?

They have reached Batcave's general working area with its workbenches and various intricate machinery.

BATMAN (CONT)

Let's see if the Bat-map of
Gotham City will give us a clue.

He activates a large, lighted map of Gotham City and establishes location of following with long Bat-pointer.

BATMAN (CONT)

Brumer's studio...Magda's Millinery Maison...Convention Hall...
Gotham Hotel, where he stole the
chef's hat...the silver shop...

He turns off the lighted map and lowers the pointer.

BATMAN (CONT)

No pattern there, Robin. He's
struck all over the city!

103. ANOTHER ANGLE

Dejectedly, Batman slumps down at a workbench. Robin
perches up on one corner of it.

BATMAN (CONT)

(repeats)

Eleven hats! Who's go for
eleven of anything?

ROBIN

A crapshooter?

BATMAN

This is bigger than a dice game.
(snaps fingers)
Maybe that's it. Maybe he's
after something higher than
eleven.

ROBIN

Twelve?

BATMAN

Of course, Robin! What comes
in twelves?

ROBIN

Horsepower. Amendments. Apostles.
Mile limits. Noon. Midnight...

He runs down, as Batman shakes his head.

BATMAN

We haven't quite got it.
(repeats, probing)
Twelve...

ROBIN

A dozen?

BATMAN

Let's try that.

ROBIN

Eggs. Oranges. Handkerchiefs.
Litter of pups. Loaves of bread...

Again he runs down. This isn't doing it.

ROBIN (CONT)

Shall I activate the Bat-Computer?

BATMAN

Good idea. And feed it a question
about dozens.

Robin turns to an elaborate BAT-COMPUTOR (appropriately identified) on workbench, and activates it either by speaking into it, pressing assorted buttons or feeding it a written question -- whichever is suitable for our Bat-Computer. As Batman and Robin wait:

104. CLOSE - BAT-COMPUTOR

computing. Lights FLASH, things WHIRRR, levers CLICK.

105. BACK TO BATMAN AND ROBIN

Robin withdraws the answer from Bat-Computer, and reads it aloud.

ROBIN

"A dozen. A collection of twelve
objects, such as a dozen men or
women..."

BATMAN

(corrects)

Or a dozen men and women.

(snaps fingers again)

A jury. Jurors!!!

(jumps up excitedly)

That's what he's after! The twelve
hats of the jury that convicted him!
And that's what Madame Magda meant.
She was on that jury. When I testi-
fied against him...

ROBIN

That's why he wants your cowl!
The thirteenth hat! The incrim-
inating witness!

BATMAN

(ominously)

And just maybe he's planning to
get the twelve live jurors to
go with those hats.

ROBIN

Holy panels! A vast kidnap plot!

BATMAN

With one hat left to go...!

106. NEW ANGLE - RED BATPHONE IN P.G.

Batman strides to it, picks up the receiver and presses
call-button.

107. INT. GORDON'S OFFICE - DAY

As the RED PHONE RINGS on Gordon's desk, ANGLE WIDENS TO
BRING IN Commissioner Gordon, who hastily picks up the
receiver.

GORDON

Yes, Batman?

108. INT. BATCAVE - BATMAN ON PHONE

BATMAN

We may be on to something, Com-
missioner Gordon. Can you get
the list of jurors in the Mad
Hatter's last trial?

109. INT. GORDON'S OFFICE - GORDON ON PHONE

GORDON

It may take a moment. I'll
call you back.

110. INT. BATCAVE - BATMAN ON PHONE

BATMAN

Right.

111. ANOTHER ANGLE

Alfred ENTERS Batcave under the sign reading: "TO THE
SERVICE ELEVATOR", looking slightly apologetic.

ALFRED

I -- thought I might find you
here, sir.

112. ANGLE IN Batman and Robin.

BATMAN

You have, Alfred.

ALFRED

It's Mrs. Cooper, sir. Dinner's almost ready and she wonders if you and Master Robin are back from sighting your black-footed albatross yet.

BATMAN

We're back, Alfred. But we may be taking off again.

ALFRED

Dear me. What shall I tell her?

112. NEW ANGLE - ON RED PHONE

It beeps, or whatever, and Batman leaps to answer it.

BATMAN

Yes, Commissioner?

113. INT. GORDON'S OFFICE - GORDON ON RED PHONE

with a list in his hand.

GORDON

I have the jury list, Batman. What do you want to know?

114. INT. BATCAVE - BATMAN ON PHONE

BATMAN

The name of the twelfth juror. The last one on the list.

115. INT. GORDON'S OFFICE - GORDON ON PHONE

studying the list.

GORDON

Turkey Bowinkle. He owns Bowinkle's Bowlodrome.

116. INT. BATCAVE - BATMAN ON PHONE

BATMAN

Is there any record of Bowinkle's hat being stolen recently?

117. INT. GORDON'S OFFICE - GORDON ON PHONE

GORDON

We have no report of it.

118. INT. BATCAVE - BATMAN ON PHONE

BATMAN

Good! You'll be hearing from me.

He hangs up, ANGLE WIDENING TO INCLUDE Alfred and Robin.

BATMAN

(to Alfred)

Tell Mrs. Cooper we called in
from Slater's Slough, Alfred.
We've sighted some night-fly-
ing birds.

ALFRED

Nightingales, sir?

BATMAN

Better make that night hawks.
Tell her we'll eat later.

ALFRED

Very good, sir.

Alfred EXITS toward elevator, as Batman turns to Robin.

BATMAN

The twelfth juror's named
Bowinkle. Turkey Bowinkle.

ROBIN

Turkey?

BATMAN

In the parlance of ten pins, it
means three strikes. He owns a
bowling alley.

ROBIN

A bowler!

BATMAN

Precisely. What more fitting head-
piece for the Mad Hatter to steal?
We must get to Turkey Bowinkle be-
fore our scheming adversary does, and
use the twelfth hat to trap him
once and for all!

He picks up a small object from workbench, marked: SUPER-POWER HOMING TRANSMITTER.

BATMAN (CONT)

This should lead us to his hideout!

They leap to the Batmobile, vault into it and OFF WE GO AGAIN INTO:

119. BATMOBILE STOCK EXIT

ROARING out of Batcave and secret entrance, and hurtling away with its WHINE of turbines. SUPER TITLE:

"BUT WHERE WILL THIS LEAD THE
DYNAMIC DUO??? WILL TURKEY
BOWINKLE CO-OPERATE??? OR WILL
BATMAN STRIKE OUT AGAIN...???"

As a BOWLING BALL SMASHES directly into SUPERED TITLE, scattering the various letters like bowling pins, we find we are in:

120. INT. BAR OF BOWLODROME - NIGHT

TURKEY BOWINKLE, a genial slob of a man, stands behind this small bar adjacent to bowling alleys proper, puffing on a big cigar as he talks to Batman, seated on a bar-stool across the bar from him. Turkey has a beer, Batman some orange juice. A large mirror hangs behind Turkey for production purposes, we will see no BOWLING activity in bowlodrome, but through following sequence usual BOWLING ALLEY SOUNDS PUNCTUATE ACTION. The WHINE of bowling balls on the alleys! The CRASH of bowling pins.

TURKEY

It's a real wallop havin' ya here, Batman. Yes, sir! A real wallop! Sure ya don't wanna bowl a couple of strings?

BATMAN

I just dropped by to say hello, Turkey. I remember meeting you when you were on the jury that convicted Jervis Tetch.

TURKEY

That worm. We should'a hung him!

121. INT. UPPER HALL - BOWLODROME - NIGHT

WITH Robin, who moves surreptitiously along this small, narrow hall, reaches a closed door marked MANAGER - PRIVATE, hesitates, then opens the door and enters Turkey's office.

122. INT. BOWLDRONE BAR - BATMAN AND TURKEY - NIGHT

BATMAN

You don't happen to have seen
Jervis Tetch around, have you?

TURKEY

Ya mean he's out awready?

BATMAN

The Parole Board got generous.

TURKEY

The worm. No, I ain't seen him.
We ain't never had no trouble at
Bowinkle's Bowlodrome, an' we
don't want none! How 'bout an-
other orange juice?

During this, Batman reacts at something he sees in the
mirror behind Turkey, CAMERA ANGLING TO:

123. MIRROR SHOT

In it, the Mad Hatter is seen starting to enter bar be-
hind Batman, recognizing his foe at the bar, then duck-
ing into a nearby phone booth thinking he's unnoticed.

124. BACK TO BATMAN AND TURKEY

Batman playing for time.

BATMAN

Another orange juice would
be fine, Turkey.

125. INT. TURKEY'S OFFICE - NIGHT

Robin has entered this small, cluttered, upstairs cubicle
to find Turkey's bowler hat sitting prominently on Turkey's
desk. He now produces the HOMING TRANSMITTER and starts
inserting it beneath the inside band of the bowler.

126. INT. PHONE BOOTH - MAD HATTER ON PHONE - NIGHT

Batman and Turkey in b.g. beyond phone booth's glass
door, Batman's back to booth and Turkey busily talking.

MAD HATTER

Batman's here now. And I suspect
a trap. But I'm going to get
that bowler anyway. And maybe
Turkey Bowinkle with it! He'll
be the first juror to wear his own
hat! Start preparing the ransom
notes, and tell Dicer to get things
going in the hat factory!

He hangs up, looks in Batman's direction guardedly.

127. INT. - THE MAD HATTER'S HIDEOUT - NIGHT

Cappy has also just hung up, and grimaces at Dicer.

CAPPY

We're in trouble, Dicer! A lot of trouble! The Mad Hatter's flipped his lid!

128. INT. BOWLODROME BAR - NIGHT

where Turkey pours Batman another orange juice.

TURKEY

It's sure a real walltop havin' ya here, Batman. Sort of gussie th' joint up in those way-out threads...

During this, Batman again looks in the mirror to see:

129. MIRROR SHOT

The Mad Hatter, with Batman's back to him, slips out of the phone booth and then OUT up an adjoining stairway.

130. BACK TO BATMAN AND TURKEY - AT BAR

Batman is still playing for time.

BATMAN

Just my working clothes, Turkey.

131. INT. - TURKEY'S OFFICE - NIGHT

Robin completes his business with homing transmitter and Turkey's bowler, puts the hat back on the desk, and then turns back to door and EXITS.

132. INT. - UPPER HALL - BOWLODROME - NIGHT

Robin comes OUT of office, sees something o.s. at head of stairs and quickly DUCKS OUT around a corner in hall.

133. ANOTHER ANGLE - IN HALL - NIGHT

TO REVEAL the Mad Hatter who moves from the stairs to the closed door of Turkey's office, and ENTERS it without seeing Robin.

134. BACK TO ROBIN

He hightails it past office door and down the stairs.

135. INT. BOWLDRONE BAR - BATMAN AND TURKEY - NIGHT

Batman finishes his orange juice, sets glass down.

BATMAN

That's good orange juice.

TURKEY

(grins)

I freeze it, myself.

During this, Batman looks o.s. along bar to see:

136. HIS POV

Robin APPEARS at foot of stairs, and gestures that trouble's brewing.

137. BACK TO BATMAN AND TURKEY

Batman slips off his barstool.

BATMAN

It's been nice talking to you, Turkey. I better get going.

TURKEY

An' I better get back up t' my office. Thanks for drop-pin' by. Like I said, it's a real wallop...

They nod goodbyes, and Turkey heads toward stairs.

138. ANOTHER ANGLE

Robin ducks out of sight again, as Turkey passes him without seeing him and starts OUT up stairs. Batman is quickly ANGLED IN behind him, as Robin REAPPEARS.

ROBIN

I got out just in time! The Mad Hatter's up in Turkey's office right now!

BATMAN

I know.

ROBIN

You know???

BATMAN

I saw him, and he saw me.

ROBIN

We may have sent Turkey to his doom!

BATMAN

I don't think so. Let's stick around and find out. There's only one way the Mad Hatter can get out of the bowlodrome. Through this bar!

ROBIN

What did you tell Turkey?

BATMAN

Not much. The best laid plans of mice and men go wrong, Robin -- when you tell too many mice and men about them.

As he looks around for some vantage point in which to hide and wait:

139. INT. TURKEY'S OFFICE - NIGHT

The Mad Hatter has ENTERED, spied Turkey's bowler, picked it up and is in the process of starting out with it -- when the door opens and Turkey ENTERS. There is a moment's impasse, then!

TURKEY

Jervis Tetch! Ya worm! Batman 'n me were jus' talkin' about ya! Down in th' bar! What're ya doin' in my office --
(notices)
-- with my hat! Hand it over -- !

He grabs for the bowler, the Mad Hatter tries to evade him, there is a scramble and the bowler falls to the floor.

140. CLOSE - BOWLER - ON FLOOR

The impact of the fall is such that the little super-powered homing transmitter is knocked loose and drops out of hatband.

141. BACK TO MAD HATTER AND TURKEY

They stare at the bowler and transmitter, then the Mad Hatter quickly stoops down and picks them up.

MAD HATTER

Do you usually carry homing transmitters around in your bowler, Mr. Bowinkle?

TURKEY

(puzzled)

I don't know how it got there.

During this, the Mad Hatter replaces the transmitter in hatband.

MAD HATTER

Well, I think I do!
(produces his gun)

Lead the way.

TURKEY

Where?

MAD HATTER

(prods Turkey's
paunch with gun)

You and I are taking a little trip! Along with your bowler and the homing transmitter...!

TURKEY

You won't get away with this!
If Batman's still around!

MAD HATTER

I'll get away with plenty!
As long as I've got this gun
on you!

Turkey sighs, turns and precedes the Mad Hatter OUT, the Mad Hatter immediately behind him -- the gun now in Turkey's ribs.

142. INT. HALL

Turkey and the Mad Hatter come out of office and start down the stairs.

143. INT. BOWLODROME BAR - NIGHT

To all appearances, it is deserted -- all bowlodrome activity confined to o.s. bowling alleys, from which the SOUNDS of ROLLING BALLS and FLYING PINS continues. Immediately CAMERA PANS UP TO a narrow railing area above bar and phone booth where Batman and Robin have stationed themselves.

144. CLOSER - BATMAN AND ROBIN

Robin gestures toward stairs.

ROBIN
(sotto)
Here they come!

145. THEIR POV

Turkey, with the Mad Hatter immediately behind him and the gun in his ribs, APPEARS from foot of stairway and starts across bar. Turkey sweats, the Mad Hatter looks victorious.

146. BACK TO BATMAN AND ROBIN

ROBIN
I told you! He's got a gun
on Turkey!

He prepares to leap down into bar proper, but Batman holds him back.

BATMAN
Let them go! The Mad Hatter's
also got Turkey's bowler. You
put the homing transmitter in it.
It'll lead us straight to his
hideout!

147. THEIR POV

Turkey and the Mad Hatter EXIT.

148. BACK TO BATMAN AND ROBIN

ROBIN
What if he kills Turkey first?

BATMAN
He won't. He's playing for
much higher stakes!

They wait another moment until Turkey and the Mad Hatter are well gone, then descend from the railing perch -- either in vivid leaps, or via Batrope. During this,
SUPER TITLE:

"BUT LITTLE DO THEY KNOW THE MAD
HATTER IS ON TO THEIR HOMING
DEVICE!!! HE'S PLANNED IT THIS
WAY...!!!"

BENEATH THIS, Batman and Robin EXIT Bowlodrome, leap into the Batmobile and ROAR OFF! SUPER TITLE CONTINUES:

"LITTLE DO THEY KNOW THEY'RE
HEADING INTO ANOTHER TRAP!!!
THE MAD HATTER'S FACTORY WITH
ITS DIABOLICAL DEVICES....!!!"

TITLE FADES, and we are now in:

149. INT. - MAD HATTER'S HAT FACTORY - NIGHT

around which, the Mad Hatter gleefully pirouettes as he activates all his tortuous machinery.

MAD HATTER

Beautiful, beautiful, beautiful!
Imagine, shearing Batman like a
rabbit! Then stretching him in-
to any form I want! Then shrinking
him and sizing him! Maybe I'll
make him into a sunbonnet! Or a
ten gallon hat! Or a fez! Or...of
course, -- a fez! Dye him a dark
red, buy myself a camel and go
riding off into the desert wearing --
(oh, this is just
too delicious)
-- tribal chieftain's robes and
BATMAN on my head!!!

150. ANOTHER ANGLE

REVEALING Cappy and Dicer watching this from doorway.

CAPPY

I told you.

DICER

I'm beginning to think you're
right.

ANGLE IN the Mad Hatter, suspicious and his sudden
feyness abruptly gone.

MAD HATTER

What're you two mumbling about?
My idle day dreams? My little
flights of fancy? They're nothing
more than that, believe me. I'm
a very practical man. I have my
twelve jurors' hats, and my twelfth
juror. All I need are the eleven
others, plus Batman and his cowl,
and my job will be complete. Yes,
a very practical man.

(MORE)

MAD HATTER (CONT)

(then:)

But what about the ransom notes,
Cappy? Doesn't your pea-sized
brain function at all under that --

(derisive)

-- silly little beany of yours?

(we see Cappy's
about had it)

And is the homing transmitter
functioning, Dicer?

Before he gets answers from either of his stooges, the
Mad Hatter strides out of his factory into:

151. INT. MAIN ROOM - MAD HATTER'S HIDEOUT - NIGHT

MOVING WITH the Mad Hatter, approaching the wax dummies
in the jury box. All of them have on their headgear,
and he steps to the twelfth dummy wearing Turkey's
bowler, then stops abruptly. Cappy and Dicer have
followed him in disconsolately.

MAD HATTER

Why is this bowler on a wax
dummy? Why not on Turkey Bo-
winkle, himself?

DICER

I tied him up and put him in a
closet, boss. You want him
here in this jury box?

MAD HATTER

I want them all in this jury
box, Dicer! That's where they
were when they convicted me!

152. EXT. - AN ALLEY BEHIND WAREHOUSE - NIGHT

The Batmobile, running at reduced speed, turns into this
narrow, dark alley.

153. INT. BATMOBILE COCKPIT - NIGHT

Robin is working controls of homing receiver on the
instrument panel, as Batman brings Batmobile to a stop.

154. INSERT - HOMING RECEIVER SCOPE (BAT-STOCK)

We HEAR suitable RADAR BEEP-BEEPS or whatever this gad-
get emits, suggesting the Dauntless Duo has zeroed in
on their quarry.

155. BACK TO BATMAN AND ROBIN - BATMOBILE COCKPIT

BATMAN

Turkey's bowler can't be
far from here!

(looks around)

The hideout must be in this
old warehouse!

ROBIN

There isn't a light on anywhere!

BATMAN

Hand me the Bat-ray glasses.

Robin hands him a pair of innocent-looking binoculars (though in Bat-Design), which he will immediately know pick up light rays where others wouldn't. Batman trains the glasses on the warehouse walls and runs them up over various darkened windows.

156. THROUGH BAT-RAY GLASSES

PAN UP OVER one darkened window after another, until WE ARE ON windows on warehouse's top floor. Now, the glasses appear to be adjusted by Batman so that suddenly there is a distinct glow behind one window in particular.

157. BACK TO BATMAN AND ROBIN - IN COCKPIT

Batman lowers glasses.

BATMAN

Lights are on in the top floor,
though the blinds are shut!

158. INT. MAD HATTER'S HIDEOUT

WITH the Mad Hatter, stationed immediately inside the window, but peeking out of a corner of the drawn blind. Gappy and Dicer ANGLED IN behind him.

159. THE MAD HATTER'S POV

The Batmobile parked in the alley below.

160. BACK TO THE MAD HATTER - INSIDE WINDOW

MAD HATTER

It's worked! They've found us!
Just like I planned! Get Turkey
in the jury box at once!

They turn away from window.

161. INT. ALLEY - BATMOBILE

Batman and Robin get out of Batmobile, and case the building's walls and upper floor.

ROBIN

It's a long way up!

BATMAN

(nods)

Better use the Batmortar. I'll go up by Batrope...

ROBIN

You???

BATMAN

(nods)

You alert Gordon and O'Hara on the Batphone. Tell them where we are and have them send some men to surround the place. Then take the front entrance. In case our prey eludes me.

They move around to Batmobile's trunk, open it, and start removing Batmortar equipment.

162. INT. MAD HATTER'S HIDEOUT

The Mad Hatter is lifting Turkey Bowinkle's wax dummy from the jury box, as Dicer comes IN with the real and very recalcitrant Turkey, himself. Turkey's hands are tied behind him. Cappy is seen, but offers little help.

TURKEY

What's this? What're you doin' now???

MAD HATTER

(gestures into jury box)

Just offering you a seat, Mr. Bowinkle.

TURKEY

In that jury box? With eleven wax dummies???

MAD HATTER

They won't be wax dummies long! You'll have live company very shortly!

Turkey starts struggling with Dicer, but the Mad Hatter pulls his gun again and prods Turkey's paunch. Turkey, a man who knows when he's beaten, very reluctantly sits in the twelfth chair in jury box. The Mad Hatter plants his bowler on him with a gleeful gesture, as Dicer starts lashing Turkey to his chair. At the same time, a BOOM is heard OVER! The Mad Hatter reacts, quickly turns back toward window.

163. EXT. ALLEY - BATMAN AND ROBIN

They've just fired the Batmortar and watch it carry the Batrope up the side of the building.

164. CLOSE - ON ROOF PARAPET

The THREE-HOOKED BATMORTAR THING attaches itself to the edge of the warehouse roof.

165. BACK TO BATMAN AND ROBIN - BELOW IN ALLEY

Batman steps to Batrope, tugs it to be sure it's secure, then starts up.

ROBIN

Easy does it, Batman!

Batman CLIMBS OUT.

166. INT. HIDEOUT

WITH the Mad Hatter, peering out of window and down.

MAD HATTER

He's climbing up the wall!

167. EXT. WAREHOUSE WALL - TRICK SHOT - NIGHT

giving familiar effect of Batman CLIMBING VERTICAL WALL via Batrope. Perhaps BAT-STOCK?

168. INT. HIDEOUT

The Mad Hatter turns away from the window.

MAD HATTER

What a pleasant little surprise awaits him!

(gestures to
Cappy and
Dicer)

Places, everybody!

169. EXT. WAREHOUSE WALL - NIGHT

Batman reaches the hideout's window on top floor, releases his hold on Batrope (whatever procedure is here), positions himself outside the window, gets the leverage he needs on a ledge and then slowly and cautiously starts opening the window.

170. INT. HIDEOUT - NIGHT

SHOOTING TOWARD window, as it is opened from the outside and Batman is REVEALED SILHOUETTED in it a minute, before he quietly leaps into main room of hideout. Then stops abruptly.

171. ANOTHER ANGLE - HIS POV

REVEALING Turkey Bowinkle, bound and now also gagged, sitting in the twelfth chair in the jury box, the bowler atop his head.

172. BACK TO BATMAN

BATMAN

I'm sorry, Turkey.

MAD HATTER'S VOICE (O.S.)

We meet again, Caped Crusader!

Batman wheels to discover the Mad Hatter immediately behind him, gun drawn on him.

MAD HATTER (CONT)

But, I fear, for the last time!
The game of hide-and-seek is over!

BATMAN

Very clever, Mr. Tetch.

MAD HATTER

You are the one who was clever.
I might not have lured you here, without the aid of your homing transmitter, and Mr. Bowinkle's hat. But what happened to the Boy Wonder?

BATMAN

A Batrope broke. He fell to his death.

MAD HATTER

Too bad, too bad! Such a promising young lad! I'm sure you will miss him for the few short minutes you, too, have left to live.

(gestures with gun)

Now, take off your cowl and hand it over! Then you will sit for your photograph, for all the world to see! And after that, I'll take you on a personally guided tour of my hat factory!

BATMAN

I'll have to be dead, too! Before
you get my cowl!

MAD HATTER

(shrugs)

Then we'll start with the hat factory!

173. WIDER ANGLE

REVEALING that Dicer stands beside the door of the hat factory. Cappy is rather unenthusiastically setting up some photographic equipment for Batman's picture.

MAD HATTER (CONT)

(prods Batman
with gun)

Straight ahead, please! Open the door, Dicer! The flailing knives are most interesting from this angle!

174. ANGLE WITH DICER

He opens hat factory door to reveal:

175. THE MAD HATTER'S HAT FACTORY

All the weird machinery FLAILS, STRETCHES, GRINDS, REVOLVES!

176. BACK TO BATMAN AND THE MAD HATTER

MAD HATTER

You may find it tickles a bit to be sheared, Batman. Until you lose consciousness, that is.

A door is HEARD OPENING, and the Mad Hatter (and Batman) look around to see:

177. ANOTHER ANGLE

Lisa has ENTERED and surveys the scene with interest.
ANGLE IN the Mad Hatter and Batman.

LISA

Sorry I'm late. Magda kept
the shop open tonight.

MAD HATTER

You're just in time, my dear.
Batman is about to undergo my
treatment usually reserved for
rabbits, muskrats and beavers.

LISA

Oh, Jervis. How droll.

Then her eyes fall on the jury box and she reacts with
surprise.

LISA

Turkey!

178. ANGLE TO INCLUDE TURKEY - IN JURY BOX

Above the gag, and beneath his bowler, his eyes light up
hopefully. Is this salvation?

MAD HATTER

(surprised)

You two know each other?

Lisa moves to Turkey and looks at him almost tenderly.

LISA

We did. Once.

(then, with
sudden disdain)

But what woman wants to be called
Mrs. Turkey Bowinkle?

Turkey's eyes sadden, as Lisa turns back to the Mad
Hatter.

LISA

Get on with the show, Jervis.
Then perhaps you can take me
out for a bite to eat.

179. ANGLE FAVORING BATMAN AND THE MAD HATTER

outside hat factory door, as the Mad Hatter again prods
Batman with his gun.

MAD HATTER

You heard the lady. Do you want to walk into my factory under your own power? Or would a shot or two in the spine help?

This is as close to curtains as Batman may ever come, but his choices are limited. He takes a tentative step into the hat factory doorway -- and then a TREMENDOUS CRASH is heard behind him! As the Mad Hatter steps back and wheels with surprise, CAMERA FLASH PANS TO:

180. ANGLE ON HIDEOUT SKYLIGHT

Robin LEAPS IN THROUGH the skylight, which smashes to pieces around him!!!

181. REACTION SHOTS - ALL

Batman looks pleased, the Mad Hatter surprised, Dicer wary, Cappy thoughtful, Lisa alarmed, Turkey delighted.

182. BACK TO FULL SHOT - THE HIDEOUT

ROBIN

I couldn't find the front entrance, Batman!!!

During this, his alert eyes take in the situation -- and the entire set-up -- in one glance. And as the Mad Hatter steps slightly away from Batman, so that his gun not only covers the Cowled Crusader but in an instant will cover the Boy Wonder, Robin's eyes fall on a WRAPPED TURBAN hanging on a wall along with the rest of the Mad Hatter's bizarre hat collection. In a FLASH, Robin steps to the turban, jerks it off its hook and UNFURLS it in such a manner it SNAPS OUT in the Mad Hatter's direction.

183. CLOSE - THE MAD HATTER

The FLYING TURBAN CUTS the gun out of his hand!!!

184. BACK TO SCENE

At the same instant, Batman wheels on the Mad Hatter and SMASHES into him with several sharp blows which send him reeling backward into:

185. INT. - THE MAD HATTER'S HAT FACTORY - NIGHT

The Mad Hatter staggers backward into the hat factory, Batman upon him again -- as all the machinery around them continues FLAILING, STRETCHING, GRINDING, REVOLVING!

The Mad Hatter finally gains a balance against a wall, and returns a blow of Batman's. This sends Batman backward and perilously close to the FLAILING KNIVES! Now, the Mad Hatter is upon Batman, his two hands encircling Batman's cowl and trying to push Batman's head down between the FLAILING KNIVES as he also tugs off the cowl!

186. ANGLE AT HAT FACTORY DOORWAY

Robin, Lisa, Cappy and Dicer watch fight action with various degrees of interest, concern and excitement.

187. BACK TO FIGHT ACTION - IN HAT FACTORY

Batman brings a knee up into the Mad Hatter's middle, then extends his foot and kicks the Mad Hatter off of him. Once more, the Mad Hatter reels backward and once more Batman's upon him! They return several more blows, around and perilously close to the MECHANICAL STRETCHERS, and then Batman lands a neat UPPERCUT which sends the Mad Hatter staggering backward, clutching helplessly at thin air, until:

188. ANGLE WITH THE MAD HATTER

He somersaults with a kerplunk! into the CYLINDRICAL CHAMBER, which immediately begins ROTATING! As Batman steps backward, breathing as hard as Batman breathes under stress:

189. ANGLE AT DOOR - FAVORING CAPPY

His eyes widen, as if this at long last is his chance, and he leaps into the hat factory and to a big valve on the wall.

190. CLOSE ON VALVE

It is marked SULFURIC ACID SPRAY, and as Cappy's hands start turning it feverishly, SUPER TITLE:

"CAPPY'S MOVE AT LAST!!! BRAIN-
WASHED FOR SO LONG BY THE MAD
HATTER!!! NOW IT'S HIS TURN TO
WASH THE TYRANT IN SULFURIC ACID...!!!"

TITLE FADES, as Cappy turns to glare fiendishly at the CYLINDRICAL CHAMBER REVOLVING the Mad Hatter's body as STREAMING SULFURIC ACID SPRAYS it from several directions!

CAPPY

You deserve this, Mad Hatter!
 For always putting me down!
 Calling me bird-brain! Always
 making fun of my beanies!

191. ANOTHER ANGLE - TO INCLUDE BATMAN

Moving with abrupt Bat-speed, he shoves Cappy aside, leaps for the SULFURIC SPRAY VALVE, TURNS IT OFF, then approaches the CYLINDRICAL CHAMBER adjusting his gauntlets, opens the ROTATING CORE and quickly withdraws the Mad Hatter's STEAMING BODY! At the same time, he shouts over his shoulder.

BATMAN

Robin! Turn on a water spray!

Robin leaps IN and yanks a WATER HOSE (Appropriately marked) off a wall, turning another valve at the same time so that a heavy STREAM OF WATER SHOOTS out of the hose! Batman pushes the Mad Hatter under this, continuing to Robin:

BATMAN

Hold it on him! The acid could barely have started working yet! Even a criminal like the Mad Hatter doesn't deserve a fate like that!

As Robin deluges the Mad Hatter with water, Batman turns and moves back into:

192. INT. MAIN ROOM OF HIDEOUT - NIGHT

MOVING WITH Batman, who passes Cappy sitting sobbing in a corner. Then Batman pauses to look toward:

193. HIS POV - ACROSS HIDEOUT

Dicer and Lisa are hurrying out.

194. CLOSER - AT HIDEOUT DOOR

Dicer and Lisa open it REVEALING Gordon, O'Hara, and other police aides waiting for them!

195. BACK TO BATMAN - IN HIDEOUT

He crosses to Turkey in the jury box, removes the gag and quickly starts untying him.

196. CLOSER - AT JURY BOX - BATMAN AND TURKEY

BATMAN

I guess you'll be glad to get
off this jury, Turkey.

TURKEY

(stretches and
rises with re-
lief)

Like I told you before, Batman.
We should'a hung him, th' first
time! Th' worm...!"

FADE OUT

TAG

FADE IN:

197. INT. MAGDA'S MILLINERY MAISON - DAY

REFLECTION SHOT of Aunt Harriet, in a table mirror, as Magda sets rather 'busy' hat on Aunt Harriet's head.

AUNT HARRIET

Isn't this a little -- much?
A little too much?

ANGLE FROM mirror TO Aunt Harriet herself, sitting in front of the mirror. Magda stands on one side of her, again wearing the elaborate hat the Mad Hatter stole. Bruce Wayne sits nearby, watching the proceedings pleasantly.

BRUCE

Nothing's too much for you,
Aunt Harriet.

Aunt Harriet removes the hat, glances at its price tag and hands it back to Magda gingerly.

AUNT HARRIET

Well, the price is too much!
Eighty-five dollars! It's
sweet of you to buy me a birth-
day present, Bruce, but a hat's
a hat.

MAGDA

No, Mrs. Cooper, a hat is not
a hat.

(as Aunt Harriet
reacts puzzled)

A hat is a memory. Tea at
Claridge's. A gondola in Venice.
A hat is romance. The first time
he ~~smiled at~~ you. The night he
kissed you. A hat is an experience...

Aunt Harriet shrugs, takes the hat back from Magda and puts it on again, reconsidering in the mirror.

AUNT HARRIET

When you put it that way, I
guess eighty-five dollars isn't
too much for memories, romance
and experience.

MAGDA
(adjusting the hat)
I thought you'd agree.
(to Bruce)

It was so nice of you to bring your aunt in, Mr. Wayne. I'm just sorry I'm a little short-handed today. My favorite sales-girl disappointed me bitterly...

BRUCE
Oh?

MAGDA
It seems she was mixed up with that miserable Jervis Tetch!

BRUCE
Oh, yes. I -- heard about the case.

MAGDA
In a way, I was mixed up with him, too.

AUNT HARRIET
(turns from mirror)
You, Madame Magda?

MAGDA
I was on a jury that convicted him once. To get even, he stole the hat I have on right now. This very hat.

AUNT HARRIET
How did you ever get it back?

MAGDA
Batman got it back. I don't know all the details...
(sighs)
What do you suppose Gotham City would ever do without its Cowled Crusader?

AUNT HARRIET
I just can't imagine. Can you, Bruce.

BRUCE
He seems to be a fairly efficient fellow.

MAGDA

Fairly efficient? He's a
saviour in disguise!

BRUCE

I wouldn't go that far...

(rises)

But to set your mind at ease,
Madame Magda, I had lunch to-
day with the City Attorney. And
you won't be bothered by the Mad
Hatter for quite some time. He
waived a jury trial, but was sen-
tenced to thirteen years by the
judge. With one off for goodbe-
havior. The rest of his gang got
lesser sentences.

(glances at watch)

Come, Aunt Harriet. We must pick
Dick up at the dentist. Will you
send the hat out, Madame Magda?

MAGDA

Of course. Wayne Manor...

She reacts slightly, as Bruce starts looking around
as if he's lost something.

MAGDA

What's the matter, Mr. Wayne?

BRUCE

(feels his
hatless head)

I -- I could have sworn I wore
a hat in here...!

FADE OUT

THE END